初音ミク
HATSUNE MIKU
Project DIVA F 2nd
Hatsune Miku: Project DIVA F 2nd
TEEN
ADOLESCENTS
T
ESRB
Illustration by KEI / Illustration par KEI
SEGA

## ⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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**3D GAME NOTICE:**

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person — please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®3 you should read the instruction manual for that device and check www.us.playstation.com/support/3D for updated information.

**NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PS3™ FORMAT DISC:**

• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing ***Hatsune Miku: Project DIVA F 2nd***. Please note that this software is designed for use with the PlayStation®3 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

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**NOTICES:**

PS3™ system software v3.30 (or later), 3D display with compatible 3D active glasses and high-speed HDMI cable (all sold separately) required for 3D features. Visit www.us.playstation.com/support/3D for details.

Video output in HD requires cables and an HD-compatible display, both sold separately.

# Getting Started

## PlayStation®3 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Hatsune Miku: Project DIVA F 2nd* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PlayStation®3 system's XMB™ menu, and then press the ⊗ button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

**Hint** To remove a disc, touch the eject button after quitting the game.

**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

### Saved data for PS3™ format software

Saved data for PlayStation®3 format software is saved on the system storage. The data is displayed under "Saved Data Utility" in the Game menu.

## Calibrate Button Timing

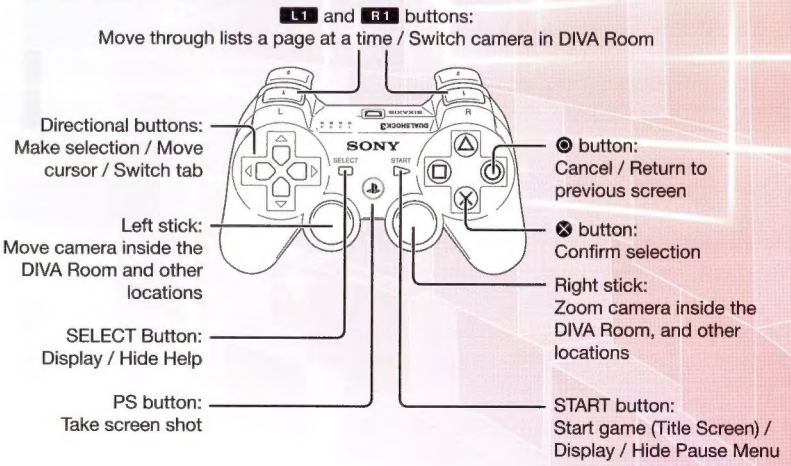
Depending on your TV specs, you may experience "display lag", where the game's sound and visuals feel slightly out of sync and affect your game experience.

If you feel like Melody Icons are passing through the target later than your button press, reduce the calibration to a value between -150 and -1. If you feel like the icons are early compared to when you press the button, increase the calibration to a value between 1 and 150. Note that "1" on this scale adjusts the button timing by 1/1000 of a second.



# Characters

# Basic Menu Controls



# System Data

## Import Previous Game's Data

If you have game data for the previous title, *Hatsune Miku: Project DIVA F*, stored on your system storage, you can import Modules and Customization Items that you've previously unlocked. This import can be performed one time only. Data can be imported after you select "NEW GAME", or via "Other" ➔ "Import Previous Game's Data".

* You can import the previous game's system data from each respective save slot.
* You can import Edit Data from within Edit Mode.

## Importing Japanese Version Save Data

If you have previously played the Japanese version of *Hatsune Miku: Project DIVA F 2nd*, you can import your data from that version into the English version. This process accesses the Japanese version's Cross-Save data, so you must execute Cross-Save on your Japanese version first. Once done, import the data by going to the Title Screen and selecting "Import". From there, follow the on-screen instructions to import your Japanese version save data.

**—Caution when importing Japanese save data—**

- You will need to be logged into PSN℠ to import your Japanese save data.
- When you import your save data, it will be saved to the same save data slot that you were using in the Japanese version. **Please be aware that any pre-existing save data in this slot will be overwritten.**
- Specific save data categories imported from the Japanese version are the same as those for Cross-Save.
- Note that imported progress will only be applied to your save data the first time it is imported. Any subsequent progress on your Japanese version will not be imported.
- **WARNING:** If you attempt to import Japanese save data again on a slot that has existing English Cross-Save data, your imported data will be over-written upon using Cross-Save. This is because your English Cross-Save data will take priority over the imported data. If you want to import Japanese save data multiple times, you will need to delete your Cross-Save data on PSN℠ before doing so, otherwise the content of your imported save will be lost. To delete existing Cross-Save data, on the Title Screen, select "New Game" and choose to Cross-Save. When the prompt appears, select the option to "Delete Cross-Save data and begin a new game" to delete your Cross-Save data for the slot in question. You can now safely import your Japanese save data again.

# Cross-Save (Syncing System Data)

You can use PSN℠ to Cross-Save your save data, allowing it to be shared between this game and *Hatsune Miku: Project DIVA F 2nd* for the PlayStation®Vita system.

## Performing Cross-Save

Connect to PSN℠ and save your system data for either system to the *Hatsune Miku: Project DIVA F 2nd* server. There is no charge for this service. Provided the same Sony Entertainment Network account is used, the system data you have uploaded can be played on both systems. You will also be able to use the same save data across different PlayStation®3 and PlayStation®Vita systems.

## Loading System Data from the PlayStation®Vita System

To play using save data from *Hatsune Miku: Project DIVA F 2nd* for the PlayStation®Vita system, select "NEW GAME" at the Title Screen, and then choose the same save slot that the System Data is stored on the PlayStation®Vita system. The System Data will be synchronized immediately upon starting the game, or upon activating Cross-Save in "Other". You can now play using the System Data from the PlayStation®Vita system's version of the game.

## What happens during Cross-Save?

System data stored on PSN℠ and your system storage is compared, and as a general rule the data which has progressed the furthest will take priority, regardless of the date it was saved. Specific save data categories are handled as follows:

**DIVA Room Affinity and Mood, Customization Settings, Remodel Settings, Button Sound Settings**

– Data with the longest play time takes priority.

**Volume, Rhythm Game Button Calibration Timing, Flick/ Scratch Sensitivity settings from the "Other" menu and Edit Play play history**

– This data is not synchronized between systems.

* Songs and DLC marked with the "EXTRA" label are not synchronized.

# Modes

## Rhythm Game

Melody Icons will drift in from the sides of the screen after ○, ✕ and other targets appear. Press the corresponding action button when the Melody Icon reaches the target. For a ☆ Icon, flick the left stick or right stick as the star hits the target.

If you miss a target, your Song Energy Gauge will drop, and your performer's vocals will start to break up. If the gauge reaches zero, you'll DROP X OUT and get a Game Over.

❶ Targets ❷ Melody Icon

❸ **Song Energy Gauge:** This indicator fills up or drops in response to your Timing Grades. If this gauge reaches zero, the song will end.

### Hitting the Target

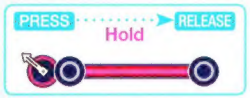
Melody Icons will reach their targets right when the Timing Bar (at right) points directly upwards. Push the button or flick the stick at the correct time to hit the target.

### Normal Targets

The icons on the right will fly towards targets from every direction. When the icon hits the target, press the appropriate button. You can also use the corresponding directional buttons to hit these targets.

### Long Targets

When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.




### Double Targets

For Double Targets like those to the right, press both the directional button and action button indicated at the same time the Melody Icon hits the target.

### Star Targets

When a ☆ Icon reaches its target, flick the left stick or right stick. If there's a series of stars coming up, try alternating between both the left stick and right stick.

**Linked Stars:** Star Targets connected by a line are called Linked Stars. Flick them without dropping your combo for a score bonus.

### Double Stars

When you see a Star Target with a **W** on it, flick both the left stick and the right stick together.

## Diva Room

When not performing on stage, characters spend time in their own special DIVA Rooms. Stop by to hang out and decorate their rooms in your favorite style.

## Records

At the Records Menu, you can view comprehensive information about your play history.



## Edit Mode

Edit Mode is a robust content creation tool that allows players to create their own music videos and rhythm game arrangements. Players can then upload their creations to PlayStation®Network, and can use the songs provided or import their own MP3 data.

Full details about how to use Edit Mode can be found in the in-game tutorials.

# Network

Share Edit Data via PSN℠. Upload Edit Data to share it, and download Edit Data uploaded by others.

### About Network

Before you can use Network Mode to share Edit Data, you will need an internet connection and a Sony Entertainment Network account. Please visit http://us.playstation.com/psn/ for more details.

### SHARING DATA

You can upload and publish your Edit data. You can also search for and download Edit data published by other users.

Data uploaded can be watched by anyone. Please refrain from including personal information, or content that some may find offensive.

# Add-on Content

Additional content may be available for the game from PlayStation®Store. Be sure to check in regularly!

### PlayStation®Store Purchase and Download

From the XMB™ menu, select "Game" ➔ "PlayStation®Store". From the PS Store top page, select "Game" ➔ "Search" and search for download contents for this title. When purchasing content, be sure to read the PlayStation®Store explanation carefully.

Extra content and the latest information about the DIVA series can be found at the official *Hatsune Miku: Project DIVA F 2nd* website: http://miku.sega.jp/f2/en

The site is updated regularly! Look out for future event and campaign information too!

For detailed instructions for this game, please find the full manual at:
http://miku.sega.jp/f2/en/special.html

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- Telephone: 1-800-USA-SEGA

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Check out the full manual for Hatsune Miku: Project DIVA F 2nd at http://miku.sega.jp/f2/en

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